

**WHAT IS CLAIMED IS:**

1. A method for authenticating animation, the method comprising the steps of:

- (a) converting the captured image into a wire mesh data for permitting animation of the image;
- (b) providing movement data, which directs movement of the wire mesh data, and texture data indicating the covering for the wire mesh;
- (c) electronically transmitting the wire mesh data, texture data and movement data;
- (d) encrypting the movement data; and
- (e) electronically transmitting the encryption the movement data for verifying that the animation is unaltered during transmission from its source.

2. The method as in claim 1 further comprising the step of encrypting the texture data before electronically transmitting.

3. The method as in claim 2 further comprising the step of encrypting the wire mesh data before electronically transmitting.

4. The method as in claim 3, wherein step (e) includes transmitting via the Internet.

5. The method as in claim 4, wherein step (a) includes converting the captured image by an animation processor.

6. The method as in claim 5, wherein step (c) includes transmitting via the Internet.

7. The method as in claim 3, wherein step (c) includes manually distributing in lieu of electronically distributing.

8. The method as in claim 7, wherein step (e) includes manually distributing in lieu of electronically distributing.

9. A method for authenticating animation, the method comprising the steps of:

- (a) converting the captured image into a wire mesh data for permitting animation of the image;
- (b) providing movement data, which directs movement of the wire mesh data, and texture data indicating the covering for the wire mesh;
- (c) electronically transmitting the wire mesh data, texture data and movement data;
- (d) encrypting a representation of the movement data which representation includes less bits of data than the movement data ; and
- (e) electronically transmitting the encrypted representation of the movement data for verifying that the animation is unaltered during transmission from its source.

10. The method as in claim 9 further comprising the step of encrypting a representation of the texture data before electronically transmitting, which representation includes less bits of data than the texture data.

11. The method as in claim 10 further comprising the step of encrypting a representation of the wire mesh data before electronically transmitting, which representation includes less bits of data than the wire mesh data.

12. The method as in claim 11, wherein step (e) includes transmitting via the Internet.

13. The method as in claim 12, wherein step (a) includes converting the captured image by an animation processor.

14. The method as in claim 13, wherein step (c) includes transmitting via the Internet.

15. The method as in claim 11, wherein step (c) includes manually distributing in lieu of electronically distributing.

16. The method as in claim 15, wherein step (e) includes manually distributing in lieu of electronically distributing.

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